

# SEPTERRA CORE

LEGACY OF THE CREATOR



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## Table of Contents:

### Septerra Core Overview

The World of Septerra.....	2
System Requirements.....	2
Installation.....	3
Characters.....	4

### General Gameplay and Controls

Role-Playing: An Overview.....	7
Title Screen.....	7
Exploration Mode.....	8
Inventory.....	10
Subscreen Mode.....	10
Shops.....	13
Equipment.....	13
Statistics.....	15
Combat Mode.....	16
Enemies.....	19
Hints.....	20
Keyboard Short Cuts.....	22
Credits.....	24

# Septerra Core Overview

## The World of Septerra

In the distant past, the world of Septerra was fashioned by a mysterious Creator.

Floating continents, called World Shells, orbit the Core, an immense bio-computer that holds the secret of an ancient prophecy. The Creator forged twin Keys that could be used to unlock the Core during a time called the Conjunction, granting a mysterious Gift known only as the Kingdom of Heaven. This communion could be attempted once every one hundred years, when the Conjunction of the upper Shells allowed enough light to reach the Core, activating it for a short period. The Keys were hidden from man long ago, but it was prophesized that one day, when the world was in grave danger, they would once again be found... and that the power they could unlock would save the world from destruction.

**That time is now...**

## System Requirements

### Minimum System:

Windows® 95/98

Pentium™ 200

32 MB RAM

4x CD-ROM

Mouse and keyboard

Direct X™ compatible sound card

### Recommended System:

Windows® 95/98

Pentium™ 233 or better

32 MB of RAM or more

150 MB Hard Drive space

Mouse and keyboard

Direct X™ compatible sound card

Septerra Core also requires Direct X 6.0 or higher and Quicktime™ 4.0 or higher.

## Installation

To install Septerra Core on your PC, insert the CD-ROM into your CD drive. If you have AutoRun turned on, the Launch program screen will pop up. Otherwise, run **Launch.exe** from the root directory of the CD.

Once the Launch screen comes up, select **Install**. This will take you to the standard Windows installation program. On the second "page" are the installation options:

**Small:** This is as tiny as it gets, requiring about 1MB of disk space.

**Medium:** This is the default, requiring approximately 70 MB of disk space.

**Large:** Includes everything except the movies, requiring approximately 455 MB of disk space.

**Complete:** Adds the movies to the **Large** installation for a total of roughly 570 MB on disk.

**Custom:** This option allows you to pick and choose the amount of disk space you want to dedicate to the game and to bypass the Direct X and/or QuickTime installations.

In each option except **Custom**, Direct X and QuickTime installations are included. Direct X is required for both graphics and sound while QuickTime version 4 is required to play the movies. If you already have current installations, use the **Custom** option to bypass the automatic install. If you later discover that you need Direct X or QuickTime, select **Options** from the first screen of the Launch program (**Options** will still appear once Septerra Core has been installed).

Once you've made your installation choice, you'll be asked which directory to install to on your hard drive. Once that choice is made, the installation will proceed automatically.

## Characters



### Maya

A young woman from Shell 2, who scavenges useful items from the junk piles. As a girl, her village was destroyed and her parents killed when the Chosen, the inhabitants of the topmost Shell, decided to bring their airborne conflicts to her peaceful home town. You will start your adventure with Maya. She is the main character of the Septerra Core story; however, during the course of the game you will encounter a variety of characters who will join you in your quest to save Septerra from destruction.

### Grubb

Maya's friend Grubb is a reclusive mechanical wizard who can turn the bounty of junk on Shell 2 into just about any machine he can think of.



### Runner

Runner is one of Grubb's oddest and best creations, an enormous and affable junk-bot that can walk on two legs or run on four. Runner seems like a massively overgrown puppy-dog at times, but he is a ferocious ally in combat.

### Doskias

A powerful Chosen Lord with an agenda all his own. Doskias plans to acquire the Gift of the Creator by his own means, even if he destroys the world in the process.



Uncle  
Maya, and many of the orphans in her hometown Oasis, were raised by the kindly Uncle.



### Azziz

The orphans of Oasis are taught by Azziz, the wise master of the temple that celebrates the great Marduk. Azziz is a good source of information about the world of Septerra.



### Corgan

A member of the courageous and dedicated Holy Guard, the protectors of Shell 3 and of the legacy of Marduk, Corgan is a skilled defensive sword fighter with a knack for diplomacy.



### Bowman

The leader of the Holy Guard.



Layla  
Corgan's one true love is Layla, another member of the Holy Guard and the daughter of Bowman.



### Selina

One of Doskias' generals and his lover, Selina is a dark, mysterious and powerful warrior with a knock for mystical Core Spells.



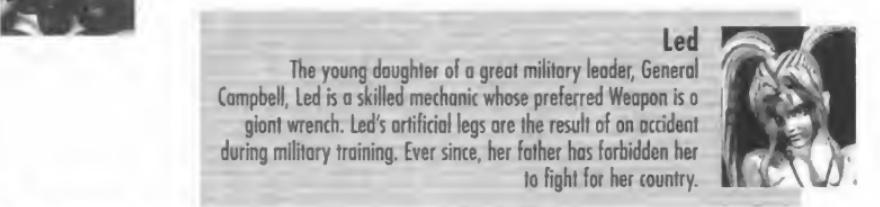
### Bodu

A member of the inhuman race of the Underlost, the enormous Bodu is a powerful warrior but a bad communicator — he only speaks his native tongue.



### Araym

A thief and bounty hunter, Araym uses his detachable, spider-like mechanical limbs for a variety of attacks.



### Led

The young daughter of a great military leader, General Campbell, Led is a skilled mechanic whose preferred Weapon is a giant wrench. Led's artificial legs are the result of an accident during military training. Ever since, her father has forbidden her to fight for her country.



### Lobo

Once a mindless cyborg created to defend his country from marauding pirates, Lobo crashed landed during battle but was found and rebuilt by a renegade mechanic. After acquiring free thought, Lobo became a pirate, to fight against the very country that made him.

## General Gameplay and Controls

### Role-Playing: An Overview

Septerra Core is a role-playing game. To advance the story of the game, you will explore and fight through many locations, engaging in strategic, real-time combats. As a reward for successful combats, you will receive experience points and money. By accumulating experience points, Maya and the other characters' strength and ability levels will increase accordingly. The money you accumulate can be used to buy Weapons, Armor and other Items. You will find and acquire many items if you search locations carefully. You will also encounter puzzles that must be solved in order to proceed - you may have to find hidden switches to open doors, for example, or locate items that must be used in a certain way to remove obstacles.

### Title Screen:

**New Game:** Select New Game to begin a new game.

**Continue:** If you have previous saved games, select Continue to reload the most current game.

**Options:** Select Options to go to the options screen and load a specific saved game, or change any other options.

**Quit:** Select Quit to exit the program.

## **Exploration Mode**

Whenever Maya and her companions (The Party) are not engaged in combat or conversation, they are free to explore their surroundings.

Use your mouse to:

### **Walk**

Left-Click once to make the party walk to a desired location. Left-Click and hold to make the party walk and continue to follow the cursor. The arrow keys may also be used. (The cursor will be lit up over any areas of the environment that the player can move to.)

### **Run**

Double Left-Click to make the party run to a desired location. Double Left-Click and hold to make the party run and continue to follow the cursor. The arrow keys with the shift key may also be used.

The players' Core Energy Bar and Current Health Points are displayed when the mouse cursor is moved into the interface section at the bottom of the screen. Core Energy is a measure of how much "Magic" energy the party has, and is a combined pool of points that the entire party can use.

When the cursor is moved over areas of the screen the player can interact with, it will change to show you what your party will do if you click the left mouse button. These are some of the exploration icons that you will see:



**Look (An Eye):** Clicking will allow the party to examine the object in question. Most of the time you will then see a picture of each of your current party members at the bottom of the screen. You may click these portraits to have each member of your party examine the object using his or her own area of expertise. For example, Grubb has technical and scientific knowledge which may come in handy.



**Talk (A Word Balloon):** This option is just like examining objects, but works on people. When you use the Talk icon on a person, you will switch to the conversation interface. From here you have the option of talking to the person with a specific member of your current party (represented by character icons on the left) or asking the person for information on relevant story matters (represented by a series of Talk Topic icons on the right.) It is usually best to start off a conversation using the character icon at the far left of the interface bar. Try having each of your characters talk to the townspeople and other Non-Player Characters.



**Use (A Hand):** Clicking when the cursor appears as a hand icon will allow you to use objects or pick them up.



**Exit (A Gold Gate):** This cursor will take you through an exit to the next environment.



**World Exit (A Globe Icon):** This cursor will take you through an exit to a World Map. From World Maps you can travel across larger distances and visit new locations.

**Note:** Eventually Maya will gain access to a ship that will allow her to fly anywhere on a World Map. In addition, other world Shells can then be traveled to, simply by selecting the Septerra Globe icon that appears in the interface area, and then selecting a destination Shell. Also, her ship is essentially a moving Home Base. Maya can change her party make-up any time she is in the ship, and her friends will also be automatically healed and rested for further adventures.

## Inventory

The party inventory appears at the bottom right of the screen when the mouse cursor is moved into the lower interface area. There are two buttons that can be used to switch between Heal Items and Key Items. Heal Items are all of the items that the party can use to refresh their Health, Core Energy or otherwise help their current status, especially in combat. Key Items are items that may come in handy in exploring the world around you, or in solving puzzles.

Simply select an Item from your inventory to make it the mouse cursor. Heal Items can be used on the characters' portraits on the left side of the screen. Try using Items on the objects within the environments. To put any unused inventory Items back and return to the explore icon, click the Right Mouse button or hit Escape.

## Subscreen Mode

The Subscreens allow you to examine the statistics of your characters, use Skills outside of combat, and equip new Items.

Enter the Subscreens by clicking the Subscreen button in the main interface (or hit the space bar). On the left is a portrait of each of your current party members. You can click these

portraits to examine each one in turn. On the lower left are some Options icons that can be selected to examine specific areas of the characters.



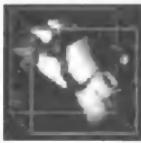
**Skills (A Sword Icon):** Displays the Skills that the current character has. Some Skills can be used in the Subscreens (such as Grubb's Repair Skill). Simply select the Skill and then target a player character to use it on. Most of the Skills in the game can only be used in combat. Skills are added either by equipping Weapon components, or by the acquisition of experience points and higher levels. Remember that some Skills require Core Energy to use, even when not in Combat (see below).



**Fate Cards (A Card Icon):** This option can be used to build Spells from the various Fate Cards you have collected. Spells can be built just as in combat (see below). Most Fate Card combinations are attacks or status changes, and may only be used in combat, so you will primarily use the Fate Card Subscreen to cast healing Spells on your characters. Remember that Spells cost Core Energy even outside of Combat (see below). Though some will be hidden, you will mainly acquire Fate Cards by defeating key enemy characters scattered throughout the game.



**Inventory: (The Backpack):** This works just as in Exploration Mode above.



**Equipment (The Gloved Fist):** This option may be used to change the equipment of your characters. Each character has several open slots which may be assigned different equipment, and some characters may share equipment. If you select a character equipment slot, a list of the equipment that may be used in that slot is displayed at the bottom of the screen, along with the number owned.

Grayed out Items are already equipped. To change equipment, simply select a slot and then double click the Item you want to equip into that slot, (or press the Equip Icon that lights up). Notice that any changes in a character's stats are displayed before you actually click (Green Stats will go up in power, Red Stats will go down in power). Use this information to select the right equipment choices for each character. For more information about equipment, see the section about **Equipment** below.



**Form Party (A Triple Sphere):** Use this option to change Maya's companions. This option is only available when you are at a home base, or in your ship. Home bases are areas where Maya's companions wait for her when she goes out on various adventures. They are usually Inns, but sometimes are merely safe areas of sanctuary. When you see your companions in a location, you may enter the Subscreens and choose the Form Party button. From here, simply select the companion you want to replace from the choices at left, and then select the new character you want from the right. Double click to make the trade, or click the Swap button that highlights at the bottom of the screen.



**Exit (A Red Arrow):** Use this (or spacebar) to return to the Game.

You may also get to the Options Screen (a picture of a CD) from the Subscreens, and from here you may Save, Load, Adjust Audio Settings or Quit.

## Shops

Shops work very much like the Subscreens. Each Item for sale is displayed with a price. A portrait, just as in conversation mode, represents each character. Select an Item, and then a character portrait to see what it will do to your character if you were to buy it and equip it.

To buy an item, select it and change the Quantity to reflect the number of that item that you want to buy. Then simply select the Accept icon to confirm the sale.

You may also sell your items back to shops by selecting the Sell icon.

If you are feeling lucky (and light-fingered) you may take your chances and try to steal from the shops as well. Be warned, though, that while you may not be sent to jail, you may very well drive prices up or even have your business refused at certain shops. Some characters make better thieves than others.

Some shopkeepers will let you spend the night, for a price. This is a convenient way to heal your characters and restore your Core Energy. You can always spend the night at Junker's Headquarters (where Maya starts the game) for free.

## Equipment

Your characters' abilities can be improved with equipment, such as Weapons and Armor. Different characters use different types of equipment. Each character has a specific Weapon type that they will use throughout the game. Equipment works by raising your characters' statistics: Weapons and Weapon components generally raise Strike and Power, Armor raises Armor, and optional items can raise Core and other statistics. These statistics are combined to

determine how much damage your attacks and Spells do, as well as how much damage attacks and Spells do to your characters. For more information about how statistics affect your characters' strength, see the sections **Statistics** and **Hints**.

**Gun Components:** Maya and others use a gun as their main Weapon. Guns in the world of Septerra, like all machines, have organic components. This allows flexibility and does away with the need for ammo, since the gun can "grow" the projectiles it needs by drawing on Core Power. By adding different components to the gun, it can be converted into a grenade launcher or beam cannon, among other things. Once these Items are equipped, their related Skills appear in each character's Skill list and can be used in combat. Attacks that are enabled by equipping gun components will draw from the party's Core Energy. Other weapons, such as Grubb's staff, work much like Maya's gun, so be on the lookout for components that can be used by other characters as well.

**Swords, Knives and Other Physical Weapons:** Some of the characters that join your party will use **melee Weapons**, such as swords. Weapons of this kind can be purchased and equipped for greater attack power and different effects.

**Core Engines:** Mechanical Weapons such as guns require the player to equip a Core Engine. This is the device that allows a Weapon to convert Core Energy into attacks. The better the Core Engine, the more damage the Weapon can do.

**Armor and Boots:** Your characters require protection on the field of battle, which you can provide by purchasing the best Armor you can afford. Different kinds of Armor have different properties; for example, some may offer better protection at the cost of speed. Characters with mechanical parts require different kinds of Armor suited to their artificial body parts.

**Optional Items:** Every character has one slot for an optional Item. There are many different kinds of Items that can be equipped in this slot: Items that add Health Points, protect from status changes such as poison, increase Core Power, and a host of other benefits.

## Statistics

Each of the players has five basic statistics.

**Strength:** Measures the physical strength of the character. Contributes to Health Points, Armor and the Power of melee combatants.

**Vitality:** Measures the overall health of the character. Contributes to Health Points, Armor and Speed.

**Agility:** Measures the physical quickness and dexterity of the character. Used to determine the chance to hit for physical attacks. Contributes to Strike, Power and Speed.

**Psyche:** Measures the intellectual capacity of the character. Used to determine the chance to hit for Spells, and also serves as the Strike value for Spells. Contributes to Core.

**Perception:** Measures the character's ability to sense the surroundings. Contributes to Strike, Core, and to the Power of ranged combatants.

Each of the players also has six derived stats that are used to govern combat.

**Health Points:** Measures the damage a character can take before becoming unconscious.

**Strike:** Measures the ability to hit targets.

**Armor:** Measures the ability to absorb damage.

**Power:** Measures the damage potential of a character.

**Core:** Measures the amount of Core Energy that a character adds to the Core Bar, plus the ability to cast Spells. Core grows more slowly than most of the other stats. Equipment tends to have a somewhat smaller effect on Core.

**Speed:** Measures the relative quickness of a character. Speed grows very slowly for most characters, and equipment has a much smaller effect on Speed than it will on other statistics.

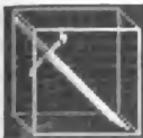
There are two ways to improve your statistics in Septerra Core; by increasing in level and by changing equipment. As you gain levels, each character improves their statistics at their own pace. Changing your equipment can improve your character in two ways. If you equip an Item that increases a derived statistic, such as Armor, it will only improve that derived statistic. However, if you equip an Item that raises a base statistic it will raise all the associated derived statistics as well. For example, raising your Vitality will affect your Armor, Health Points and possibly even your Speed.

## Combat Mode

While the party never gets attacked on World Maps, once they enter a location environment they are in danger of being spotted by hostile characters. If they see you, combat will begin.

Each character in combat has a meter called the Endurance Bar located just below their portrait on the left-hand side of the screen. This meter is split into three sections and gauges the relative speed of the characters, telling you when they can act. A character cannot be activated until at least one third of their bar has been allowed to fill. At this point, clicking the character's portrait will activate them. This stops the progression of time and allows you choose an action. As additional sections of a character's Endurance Bar light up, additional Skill options become available, and their attacks become more lethal.

Once a character is activated, the following options become available:



**Skills (A Sword):** Allows you to select a Skill. Skills are usually attacks, but some (like Grubb's Repair) can help the party. Skills are divided into three columns, one for each level of Endurance that has been built up. This means that you need to build up three levels of Endurance to use Skills in the third column, and so forth. Some Skills require Core Energy to cast. The amount needed is displayed on the Core Bar at the top of the screen when the Skill is selected. When a character is first activated, he defaults to his best Skill that does not require Core Energy.

Skills that require more Core Energy to cast than you have available are grayed out. All player characters start the game with three Skills that require no Core Energy to cast.



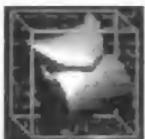
**Fate Cards (A Card):** This option can be used to cast Spells. Most Fate Cards are Spells by themselves, and can be cast by simply selecting the card, and assigning it to the character you selected by clicking it into the gray box next to his or her portrait. Additionally, you can double-click on the card with the left mouse button; this will automatically assign the card to the first available character. Then simply select your target to cast the Spell.

All three of your characters can work together to cast bigger and badder Spells by throwing cards together. When a character is activated you will notice that any other characters that have at least one Endurance Bar of power built up also have a gray box ready for a card. If you assign a card to the character you selected, any cards that can be used in conjunction with the first card are displayed. Select one of those and give it to another character. Now select a target. Both characters use their Endurance and the Spell will proceed.

Two of the cards you will find in the game, "All" and "Mirror", do not create Spells on their own, but must be combined with existing Fate Cards. "All" allows a Fate Card Spell to affect all of your enemies instead of just one, and "Mirror" allows you to cast the inverse of certain Spells.

Remember that you may use the cards as many times as you wish, as long as you have enough Core Energy. However, some characters are better than others at casting Spells, so pay attention to their Core Stat in the Subscreens. The character activated in combat will be the primary caster; this character should, whenever possible, have the highest Core Stat of all the members of your current party in order to cast the most powerful Spell.

Cards that need more Core Energy to cast than the party has available are not selectable.



**Inventory (A Backpack):** Use these Items just as in Exploration Mode. Some items that Maya finds can be combined to create new objects. Simply select the first item, then move it over another item and click the left mouse button. If the two items can be combined they will automatically be joined, and a new item will appear in the inventory.



**Run Away (A Pair of Boots):** To attempt escape from a combat when you are not prepared to fight, select the Run Away icon. You will not be able to run away from some battles.



**Exit (A Red Arrow):** If you've selected a character, and then change your mind, and want to go back and wait for your characters to build up more power, select the Exit icon, or use the Esc or "U" key to un-select the character.

When your party wins in combat, they will gain experience points and money, and sometimes receive other Items.

If a character dies in combat, don't worry, they are really just unconscious, and will get back up when combat is over, with 1 Health Point. However, if ALL THREE of your current party members get killed, the game is over and you will have to re-load a saved game to continue.

## Enemies

You will encounter many strange creatures on your journey to save the world of Septerra. Most have simple attacks - the enemy strikes you, shoots you, or casts a Spell on you. But be aware that some enemies have additional kinds of Skills. Some enemies can "charge" or gather energy for several turns before releasing a devastating wave of damage; some enemies can call for help, bringing other enemies into the combat. Also, periodically you will have major encounters with large and powerful creatures, most of whom can only be defeated by the use of a certain technique or strategy. Watch your battles carefully; the enemies have some tricks up their sleeve, and pure brute force may not be the best way to counter them.

## Hints

Mechanical characters have some organic parts as well. They do not regain as much health from normal Healing Items as humans. Don't forget to use Led or Grubb's Repair Skill to keep them in top shape.

In the beginning of the game, remember that you can heal yourself for free by spending the night in Uncle and Maya's house (click on the bed). You might also want to snoop around the house a bit for other potentially helpful items...

Be sure to explore your surroundings with a variety of player characters. Each one has something to say about most environments and townspeople. If it's information you seek, don't take Runner or Badu with you, as they do not communicate well. Their strength lies in combat.

Shops periodically receive new shipments of goods, so be sure to check them out occasionally, especially if you have been away for awhile.

When you are building a Fate Card combination Spell in combat, you may select only the cards that may be combined with your current card selection, and only if you have enough Core Energy to cast the Spell. In other words, you may have the cards to build Spells that you cannot cast simply because your characters don't have enough Core Energy. For this reason, new combinations and additional Spells may open up to you as you progress through the game.

Whenever you leave a World Map, the game auto-saves a game called WorldMap. It is intended to help out those who forgot to save their game before going into a danger filled location. Use this to restore your game should you ever find yourself levels deep into a location and you don't have HP or Core to get yourself out. Just remember that you will lose everything you have done since you left the World Map.

A character cannot be activated for combat until at least one third of their Endurance bar has been allowed to fill. At this point, clicking the character's portrait will activate them. Alternatively, the Q, A, or Z keys can be clicked or held down, and used to select character 1, 2 or 3.



## Keyboard Shortcuts

The following keyboard shortcuts can be used in most general screens.

<b>Esc</b>	Cancel a Scene/Movie/Conversation. Drop a key item, resource item or Fate Card.
<b>Q</b>	When the Action Window heads can be selected (in conversation and in the Equip Subscreen) this key selects party member 1
<b>A</b>	Selects party member 2
<b>Z</b>	Selects party member 3
<b>F5</b>	Quick Save
<b>F8</b>	Reload your Quicksave

The following keyboard shortcuts can be used in the Title Screen.

<b>1</b>	New Game
<b>2</b>	Continue Game
<b>3</b>	Options
<b>4</b>	Quit Game

The following keyboard shortcuts can be used when you are in the Explore Interface.

<b>Tab</b>	Switch between the Key and Resource item displays
<b>Left</b>	Scroll the item/conversation icon display to the left

<b>Right</b>	Scroll the item/conversation icon display to the right
<b>Spacebar</b>	Activate Subscreen mode
<b>X</b>	Activate the Options screen

The following keyboard shortcuts can be used during Combat.

<b>W</b>	Select Skills
<b>E</b>	Select Fate Cards
<b>R</b>	Select Items
<b>Y</b>	Select Run Away
<b>U, Esc</b>	Select Exit (un-select currently selected party member)
<b>1 - 9</b>	Skills are numbered in the combat interface. Use the number keys to select a particular skill in combat
<b>1 - 3</b>	Select a party member to receive the next double-clicked Fate Card
<b>Delete, Backspace</b>	Remove a Fate Card from the currently selected party member
<b>Tab</b>	Switch between the Key and Resource item displays
<b>Left</b>	Scroll the item/card/equipment display to the left
<b>Right</b>	Scroll the item/card/equipment display to the right

The following keyboard shortcuts can be used while you are in the game Subscreens.

<b>W</b>	Select Skills
<b>E</b>	Select Fate Cards
<b>R</b>	Select Items
<b>T</b>	Select Equip
<b>Y</b>	Select the Party Screen
<b>U, Esc, Spacebar</b>	All these keys are Exit options
<b>X</b>	Select the Options Screen
<b>1 - 9</b>	Select a numbered Skill in the Skills Subscreen
<b>1 - 9</b>	Select a party member in the Party Subscreen
<b>1 - 3</b>	Select a party member to receive the next double-clicked Fate Card
<b>Delete, Backspace</b>	Remove a Fate Card from the currently selected party member
<b>Tab</b>	Switch between the Key and Resource item displays
<b>Left</b>	Scroll the item/card/equipment display to the left
<b>Right</b>	Scroll the item/card/equipment display to the right
<b>Enter</b>	Swap party members in the Party Subscreen

<b>The following keyboard shortcuts can be used while the Globe is visible</b>	
<b>1 - 7</b>	Activate a shell
<b>Esc</b>	Return to Explore without changing shells

<b>The following keyboard shortcuts can be used in the Options Menu</b>	
<b>4</b>	Quit the Game
<b>Esc</b>	Clear the current filename edit or return to the previous screen
<b>Return</b>	Accept a filename for load/save
<b>Up</b>	Scroll the file list up a line
<b>Down</b>	Scroll the file list down a line
<b>Pg Up</b>	Scroll the file list up a page
<b>Pg Down</b>	Scroll the file list down a page
<b>Home</b>	Scroll the file list to the top
<b>End</b>	Scroll the file list to the bottom

## Credits

### Producer

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### Programming and Technology

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Howard Friedland - Grubb

Tony Mockus, Jr. - Corgan

Emmy Blume - Led

Jill Shellabarger - Selina

Tom Ciappa - Araym

Jeff Lupetin - Lobo

Pete Stacker - Doskias

Russ Reed - Uncle

Don Stroup - Azziz

Marcello Mencotti - Tori

Rengin Alay - Layla

Tom McElroy - Campbell

Tim Dadabo - Aspertine

Steve Downes - Gunnar

Jason Court - Kaleb

Norm Woodel - Balcaam

Amanda Philipson - Alisa

Dave Kappas - Connor

Harlan Hogan - Various

Larry Moran - Various

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Keith Beu

### Cathi Court

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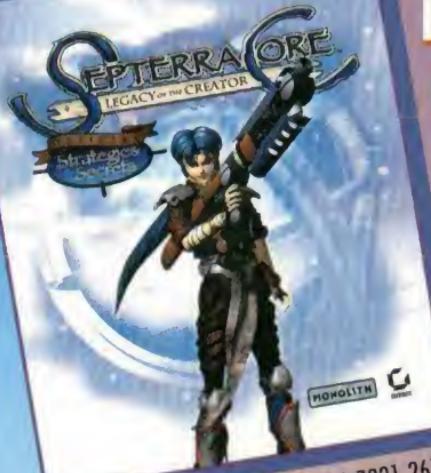
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